SHANNARA

In addition to this manual, your game box should contain the following elements:

One CD-ROM Disc

The Sword of Shannara book

Warranty Card

The CD-ROM disk contains two files that you should read:

README.TXT contains general information and last minute additions to the printed material.

.MANUAL.TXT contains a complete copy of the user's manual.

To view these files from DOS or the Windows 3.1 DOS shell, switch your DOS prompt to the drive letter corresponding to the CD-ROM. Do this by typing the CD-ROM drive letter followed by a colon and then press <Enter>. For example, if your CD-ROM drive is Drive D, type D: <Enter>.

To view the README.TXT text file, type **MORE < README.TXT** <Enter>.

To view the MANUAL.TXT text file, type **MORE < MANUAL.TXT** <Enter>.

To view these files from Windows 95, click on the START button and select the RUN menu option. Then specify the CD-ROM drive letter followed by a colon and the file name. For example, if your CD-ROM drive letter is Drive D, then:

To view the README.TXT text file, type **D:README.TXT** <Enter>.

To view the MANUAL.TXT text file, type **D:MANUAL.TXT** <Enter>.

Technical Support

CompuServe Technical Support:

GAMCPUB (Game Publishers C Forum, Legend Section 7)

Post messages to: Legend Entertainment 72662,1021

AOL email: LegendEntr

Internet: 72662.1021@compuserv.com

From the continental U.S. call toll free:

9:00 a.m. - 5:00 p.m. weekdays EST/EDT   1-800-658-8891

(NO HINTS WILL BE GIVEN ON THIS NUMBER)

From Canada, and other locations:

9:00 a.m. - 5:00 p.m. weekdays EST/EDT   703-222-8515

Hint Information

CompuServe Hints:

GAMERS (Gamers Forum, Adventure Section 2)

Post messages to: Legend Entertainment 72662,1021

24 Hour Hint Lines

Children under 18 must obtain parents' permission before calling. Touch Tone phone is required

From the entire United States

1-900-933-2583 ($1.00 per minute)   1-900-933-CLUE

From Canada   1-900-451-3615
($.95 Canadian per minute)

New Product Information/Orders

703-222-8515 or 1-800-658-8891

Executive Offices

(Please do not call this number for technical assistance or hint information)

Legend Entertainment Company
P.O. Box 10810
14200 Park Meadow Drive
Chantilly, Virginia 22021
703-222-8500

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INSTALLATION

This game requires an IBM compatible microcomputer with a 486/33 processor or better, 4MB of memory, Windows 95 or MS-DOS 5.0 or above, and a Super VGA graphics adapter.

❖ Windows 95 AutoPlay

If you are playing Shannara on your computer for the first time:

1. Insert the CD-ROM, label-side up.

2. Windows 95 will change the icon of your CD-ROM drive to the Shannara icon.

3. Several files will be copied to the \SHANNARA directory on your hard disk to optimize performance.

4. You will be asked about your music and sound hardware. The Miles Design Sound Configuration Utility will recommend music and sound settings based on its analysis of your hardware.

5. Shannara will then perform an analysis of your video memory, CD-ROM, and microprocessor.

6. The game will begin.

To replay Shannara when the CD is still in the CD-ROM drive:

1. Double click on the My Computer icon.

2. Double click on the Shannara CD-ROM icon.

3. The game will begin.

❖ DOS and Windows 3.1

If you are installing this game in DOS, follow these simple instructions:

1. Place the CD-ROM, label side up, in your CD-ROM drive.

2. Go into DOS (bring up the > prompt on the screen). Exit Windows by using the mouse to select FILE, and then EXIT. Do not use the MS-DOS icon as this will bring up a DOS shell within Windows. You must exit Windows completely before installing or playing this game, or sound, memory, or graphics problems may result.

3. Switch your DOS prompt to the drive letter corresponding to the CD-ROM. Do this by typing the CD-ROM drive letter followed by a colon and then press <Enter>. For example, if your CD-ROM drive is drive D, type **D:** <Enter>.

4. To view the README.TXT text file, type **MORE < README.TXT** <Enter>.

5. Type **INSTALL** <Enter> to run the installation program.

6. Follow the installation instructions on the screen.

Following the installation, you will return to the DOS game directory on your hard disk. Before playing the game, make sure that your mouse driver is loaded. To start the game, type **SHANNARA** <Enter>.

PLAYING THE GAME

Legend's graphic adventure system was designed to be intuitive and easy to use, but we have also included a complete on-line tutorial to introduce you to the basic concepts of game play. The best way to learn your way around it is to start the game, watch the tutorial, and then "noodle" with the game until you are comfortable.

✦ On-Line Tutorial

To access the tutorial, start the game, then press <Esc> to bypass the game's introduction. Click on the button at the top right of your screen that looks like a disk (System button). Pull down the menu of options and select Help.

✦ System Overview

For experienced gamers who cannot wait to get started, here are the highlights of our system:

Screen Layout: The picture is a representation of what you, as the game's main character, are seeing. At the top right of your screen are two buttons. The Undo button will delete your previous input. The button to the right that looks like a disk is the System button. Click on this to bring up a menu of useful functions including Help, History, Save, Restore, New Game,

Music/Voice options, Status and Quit. At the bottom of your screen, icons for you and your traveling companions will appear on the left. Your inventory items will be in the center trays with the currently selected item displayed in the lower right corner of the screen. The compass rose which controls player movement is above the current inventory.

Movement: To move, either click on the highlighted directions of the compass rose or use the arrow keys.

Commands: As you move your cursor over the screen, the name of the object you are pointing to will appear. To create a command, move the mouse cursor to the chosen object and single click on it. A list of verbs will appear to the right. Select a verb and click on it for the command to be implemented. To interact with the characters in your party, click on their icon.

USING THE TRAVEL MAP

The travel map will automatically pop up when you are traveling to a distant location. When you are navigating on the map, you can direct your party to move either by clicking on the compass rose or by clicking on the trail in the direction you wish to travel. If you are following a narrow path or are behind a character who is leading the way, the game will automatically guide you along. When you reach the edge of the map area or reach impassable terrain, your party will stop. In this interface, you can still communicate with other members of your party by clicking on their image at the bottom of the screen.

While traveling you may encounter monsters. At first, they will be displayed as blue symbols indicating that although you see them, they have not yet seen you. When the symbol turns red, it means that the monsters have spotted you and will chase you. You can move faster than they can, but you need to be careful to avoid other monsters in the process. If the monsters attack, the combat interface will automatically pop up.

COMBAT

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While there is combat in the game, fighting should be avoided if at all possible. Most combats can be avoided by moving away from the monsters when they are first spotted, or by retreating after combat has begun. Some battles, however, must be fought.

Combat is dangerous. Your character will frequently be injured and in serious cases may even lose consciousness. The only reward for winning a fight is that your character lives to continue the mission.

Combat is turn-based which means that each member of your party and each monster take turns attacking. One character always attacks one monster. For each round, the attacker is shown highlighted in a white box, and the target of the attack is highlighted in red. Each character and monster will take a round of actions, then all will regroup, the unconscious will drop from combat and a new round of combat will begin.

✦ Health Status

The colored bar above each character and below each monster indicates health status. Initially, the bar will be green, but will decrease in length and change in color to yellow, orange and then red as the character becomes more seriously injured. When the bar is gone, the character or monster will fall unconscious and will no longer fight. If Jak becomes unconscious, the remainder of the party will fight as they have been instructed. At the end of the round, if the entire party is defeated, the game is over.

✦ Actions in Combat

Winning requires strategy, not fast reflexes. You need to out-think and out-maneuver your opponents.

You cannot Save or Restore during combat, so plan your battle carefully! When Jak is highlighted, you (as Jak) can use the buttons on the combat screen to take action.

Attack: Clicking on the Attack button will start a round of combat. When you want Jak to strike at a specific monster, first click on the monster's icon at the top of the screen, and then click on Attack.

Defend: Clicking on Defend will also start a round of combat, and will allow you (as Jak) to defend yourself. You will not be able to attack the monster, but the defense mode will keep you alive so that you are able to continue on in battle.

Retreat: Clicking on the Retreat button will take your party out of combat. Be careful - not all battles will allow you to get away unscathed.

Orders: The Orders button gives you specific control over how the other members of your party fight. Without direct orders, the characters will randomly attack the monsters. The Orders button will allow you to direct specific characters or to give blanket orders to the entire party. If you

wish to use this feature, the Orders button should be clicked before clicking on Retreat, Defend or Attack.

You can only give orders when Jak is highlighted in white. First click on the Orders button or press the O key. Then select who will follow your orders. You can select Everyone or a specific partymember by name. Finally, choose your order from the selections given which include various attack and defense modes. Attack the Closest, Attack the Leader, Attack the Strongest and Attack the Weakest target specific monsters. Follow My Lead means that the selected character will obey the orders given to Jak. Defend Yourself puts the selected character into defense mode where he or she will work to avoid the monsters' attacks. This move could preserve failing health and prevent the character from falling unconscious during a crucial battle. When a character is defending himself, he cannot also attack the monster. Finally, Carry On will return you to the main combat interface where you can click on the Order button to give orders to a different party member. Characters will continue to follow orders until you change them or they are unable to carry out your command. Give orders to Jak last, since once his actions are determined, combat will continue.

❖ On-Line Combat Help

The combat interface has its own Help button which you can access prior to beginning a round of combat.

❖ Combat Strategy Tips

Here are some important combat tips to keep in mind in the heat of battle:

- It is very important to keep Jak from taking too much damage in combat. If he falls unconscious, he will not be able to give orders to the others in the party. When his status bar turns yellow, it may be wise to retreat or have Jak defend himself.

- If one monster is significantly more powerful than the rest and your party is outnumbered, try getting rid of the other monsters before concentrating on the most powerful. However, when you have many characters in your party, sometimes concentrating on the leader will end the battle sooner.

- Conserve your available magic for critical moments of combat.

- Avoid unnecessary combat by retreating whenever possible.

- If Davio has the Elfstones, you can order him to use the magic of the Elfstones to attack. You must remember, however, that magic places a terrible strain upon the user, and he cannot use the Elfstones very often.

- If Telsek has been awarded the Black Irix, he can use it in combat. This will increase his attack strength, but it will take him a round to gain this extra power.

USING THE JOURNAL

The "Journal of Jak Ohmsford" is a convenient reference guide that will record all events during the game. The game will automatically update the journal as you take major actions or learn important information but you can also write your own notes to track crucial clues.

To read the Journal, click on the journal icon in the inventory tray. The book will open to the Table of Contents which will list all the regions that have been visited up to that point. Click on the selected region and the book will open to that section.

To flip through the book, move your cursor to the edge of the pages. When the cursor turns into an arrow, you can flip the pages forward or backward, depending on the direction of the arrow.

To add your own notes about the game, click on the pen in your inventory and a text window will open. Type your message, then press <Enter> and your notes will be added to the journal. Hit <Esc> to leave the text box. Your entries in the Journal will never be erased. For example, if you reach the halfway point of the game, and then restore to an earlier point in the game, the Journal entries you added will still be in place; although the entries automatically added by the game will be erased.

To leave the Journal interface, either type **Q**, press <Esc> or simply move the cursor off the book near any corner of the screen. The cursor will change to an Exit sign; click on this to exit the Journal interface and return to the game screen.

WHERE TO GET HINTS & TIPS

If you need a hint, try dialing into one of the many on-line services like CompuServe, Prodigy, or America On-line, where you can talk to fellow gamers. If you are a member of CompuServe and have a technical question, type the command GO GAMCPUB at the ! prompt to get to Legend's support area (Section 7). For hints, type GO GAMERS, and post your questions in Adventure (Section 2). If you are using WinCIM, you can add these forums to your Favorite Places window, or use the GO (stoplight icon) to jump to either GAMCPUB or GAMERS. If you are not a member of CompuServe, join today by calling 1-800-524-3388. Speak to Representative 512 and receive a FREE introductory membership which includes a $15 usage credit.

If you have a touch tone phone, you can also call our 24-hour automated hint lines for hints. Callers within the continental US may call 1-900-933-CLUE (1-900-933-2583) for a cost of $1.00 per minute. Canadian callers may dial 1-900-451-3615 at a cost of $.95 Canadian per minute. Children under 18 must obtain their parent's permission. If you prefer written hints, The Shannara Strategy Guide is available at your neighborhood software retailer or can be ordered direct from Legend Entertainment at a cost of $19.95 plus shipping and handling. To order call 1-800-658-8891 or 703-222-8515 between 9:00 AM and 5:00 PM Eastern Time on weekdays.

HELP!
DOS Troubleshooting and
Technical Assistance

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As gamers, we're always careful to eliminate every bug we can find before our games go out the door. But, until Windows 95 solves all the world's problems (configuration problems of course), there are a lot of DOS configurations, and we like to plan for every contingency.

Some common problems and their solutions are described in this section. If your problem is not addressed, check the README.TXT file on the CD-ROM for any last minute changes. If nothing in there helps, DOS users should make a boot disk by following the instructions in the next section. If this still does not solve your problem, please call our Technical Support Department at one of the numbers listed in the front of this manual for specific help.

When calling Technical Support please have information available about your system configuration, DOS version, type of graphics adapter card, sound card, and your music and sound IRQ settings. WE CAN OFTEN HELP YOU BETTER IF YOU ARE AT YOUR COMPUTER WHEN YOU CALL SO THAT WE CAN WALK YOU THROUGH THE PROBLEM.

◆ **Super VGA Graphics**

This game supports the VESA standard for Super VGA graphics. Many Super VGA graphics cards are VESA compatible at the hardware level, requiring no special action on your part to get the game running correctly.

1. Does the game give you a warning because your graphics card is not VESA compatible and not directly supported?

If you have run into this problem before and have a VESA driver from your graphics card manufacturer (or other source), then install the VESA driver and try running the game. Most VESA drivers can be installed from a program (supplied by your manufacturer) that you run at the DOS command line. Some require parameters. You should consult the documentation that came with your graphics card for installation instructions and VESA compatibility.

If you cannot find a VESA driver for your graphics card, call your manufacturer or dial up their BBS or CompuServe support forum. You will most likely be able to download a driver or have them send you one by mail.

If you do not have a VESA driver for your graphics card or your VESA driver does not work with the game, then try the UNIVBE universal VESA driver included in the UNIVBE51 directory on the Shannara CD. Change directories into the UNIVBE51 directory and then type INSTALL <Enter>. Please note that although Legend has included UNIVBE for your convenience, this is a shareware product produced by another company. If it works for this game and solves a compatibility problem for you, then you may want to continue using it for this and other games. To register your copy of UNIVBE, follow the instructions on the screen

during the installation process.

❖ Sound Cards, Music, Voice, and Sound Effects

The majority of sound and music problems reported to our Technical Support personnel involve incorrect IRQ settings and IRQ conflicts. Shannara's new audio library uses a combination of techniques to determine the correct base address, IRQ, and DMA settings for your sound card. If you experience music or sound problems, check the following:

1. Is there a BLASTER variable in your environment table?

Type **SET** <Enter> to list your computer's environment table to determine whether there is a BLASTER variable. If there is, then proceed to the next question. If you do not have a blaster variable, check your sound card's documentation for compatibility information.

2. Are the values in the BLASTER variable correct for the current music and sound setup?

Check the documentation that came with your sound card for proper installation procedures. The standard format is BLASTER = A220 I5 D1 H5 where the numbers following each of the letters are:

    A: base address
    I: IRQ
    D: 8 bit DMA
    H: 16 bit DMA

3. Is your sound card figured with unusual IRQ or base address settings?

The device driver for each board is preprogrammed with the most common settings. If you do not have a BLASTER variable, and you are using settings that would normally be used by your mouse or modem (IRQ 3 or 4), it is possible the audio library is having a hard time finding your sound card.

Your sound card must also be configured with IRQ settings that do not conflict with other IRQ settings for other peripherals (network cards, other sound cards, etc.). Refer to your sound card documentation for proper installation procedures.

IRQ conflicts can produce symptoms that include missing music, sound effects, and/or voice as well as game crashes, long pauses, and intermittent or stuttering sound or voice playback. You will need to change your sound card IRQ settings to ensure that they do not conflict with the settings for other devices or peripherals. Check your sound card documentation to see how to detect and correct IRQ conflicts with other devices.

You should hear music, sound effects, and voice during the animated introduction sequence. If you aren't hearing music, voice, and/or digital sound effects, then you may have an IRQ problem.

Try rerunning SETSOUND, found in the C:\SHANNARA directory, to select a different music and sound configuration. Some "Sound Blaster compatible" cards have custom AIL 3.0 drivers and others use their own drivers to emulate a Sound Blaster. Scan the music card and sound options in SETSOUND for other configurations.

✦ Memory

You are low on memory if you see one of the following messages:

- ERROR: You need at least another xxxx bytes of extended or expanded memory.

- ERROR: You need at least another xxxx bytes of conventional memory.

- Your system is xxxx bytes low on available extended or expanded memory. You should be able to complete the game, but you may miss some of the animations or sound. Press any key to continue, or <Esc> to abort.

- Your system is xxxx bytes low on available conventional memory. You should be able to complete the game, but you may miss some of the animations or sound. Press any key to continue, or <Esc> to abort.

Here are some common causes of low memory warnings:

1. Are you loading unnecessary drivers?

Try creating a boot disk, or a custom configuration (in DOS 6.0 or higher) to eliminate all but your CD-ROM, mouse, and sound drivers. Do not include SMARTDRV or any other disk caching software in your new configuration. You must reboot - by simultaneously pressing <Ctrl> <Alt> <Delete> - for your new configuration to take effect.

2. Are you loading SMARTDRV or some other disk caching software?

Disk caching may make the game play much faster, but if you only have 4MB, you are better off not loading the cache software. Instead, use any editor (such as the DOS EDIT) to add REM before each line in your AUTOEXEC.BAT that loads SMARTDRV.EXE or other disk cache software. You must reboot - by simultaneously pressing <Ctrl> <Alt> <Delete> - for your new configuration to take effect.

3. Are you using RAMDRIVE.SYS in your CONFIG.SYS file?

It is probably using a lot of memory and it will not help the game at all. Add REM before this line in the CONFIG.SYS file. You must reboot - by simultaneously pressing <Ctrl> <Alt> <Delete> - for your new configuration to take effect.

4. Are there any extraneous memory resident programs?

These programs (e.g., fax receive) can be disabled by adding a REM to the line in the AUTOEXEC.BAT file. You must reboot - by simultaneously pressing <Ctrl> <Alt> <Delete> - for your new configuration to take effect.

5. Are you sure you are not running under Windows?

Type **EXIT** <Enter> at the DOS prompt - if the Windows interface appears, you were in the Windows DOS shell. To leave Windows, you must either click on EXIT or on the Close box at the upper left of the Program Manager Window.

For a quick diagnosis of memory problems, try running the PMEM test program from the \TEST directory on your CD. Adjust your system configuration to make the available REAL and PROT memory sizes as large as possible, then rerun the game.

◈ Difficulty Saving The Game

1. Is there space available on the hard drive?

Check your hard drive and make sure you have at least 500K of disk space available for Save files (each one takes up about 20K).

2. Are you playing from the game directory on your hard disk or from the CD?

Files can't be written to the CD-ROM drive. Make sure that you are playing from the game directory on the hard drive.

◈ Slow Gameplay

1. What type of computer and CD-ROM drive do you have?

This game is designed for double-speed and faster CD-ROM drives, and a 486/33 processor or better. If you are using a slower computer or CD-ROM then gameplay will slow considerably.

2. Is your video memory speed fast enough?

Video memory speed can be an important factor, and unfortunately, there are no generally accepted standards for measuring video performance.

3. Are you playing from the game directory on your hard disk or from the CD?

Make sure you are starting the game from the game directory on your hard disk. If you are playing from your CD, it is loading all the files directly from the CD, and eliminating the benefit of the files copied to your hard disk.

◈ Mouse Problems

1. Does the game display the message "ERROR: No mouse driver found."?

If the mouse does not seem to be working, make sure that you install the mouse driver before you start up the game. You can usually accomplish this by typing **MOUSE** <Enter> from the DOS prompt while in the MOUSE or MS-DOS directory. If you get a "bad command or file name" error, then the mouse driver lives in a different directory. Consult the documentation that came with your mouse or your computer for more information.

2. Do you see mouse ghosts in the game, or does the mouse corrupt the display?

There are lots of buggy mouse drivers out there (even mouse drivers from prominent companies have been found to have problems). An updated mouse driver may solve your problem.

◈ Miscellaneous Problems: Crashes, Hangs, Etc.

Crashes, hangs, inconsistent font sizes, missing pictures, black areas on the screen, and other odd behavior at the start of the game can be caused by a variety of problems. Check the following:

1. Is your computer configured with sufficient number of FILES and BUFFERS?

Check your CONFIG.SYS file and look at the lines for FILES and BUFFERS. They

should each be set at 30 or more. For example:

    FILES = 30

    BUFFERS = 30

If you change the number of files or buffers, you must reboot for your new configuration to take effect. To reboot, simultaneously press <Ctrl> <Alt> <Delete>.

2. Is the CD-ROM placed in the CD-ROM drive?

Well, do it.

3. Does the computer fail to recognize the CD-ROM drive?

Make sure that your system is configured so that the CD-ROM drive is accessible.

4. Did the INSTALL program abort?

If the INSTALL program aborted because it ran out of room on your hard disk or because it encountered another error, you may have a partially installed game. Try re-installing the game from the CD.

5. Are you running within Windows 3.1?

You must exit from Windows 3.1 before you run this game. Please note that clicking on the MS-DOS icon in Windows does not exit Windows; it merely opens a DOS session within Windows. You must leave Windows by clicking on EXIT or on the close box at the upper left of your Program Manager window.

6. I have enough room on my hard disk for installation, so why did the installation program run out of space?

If you are using Double-Space, Stacker, or another disk compression utility, please keep in mind that the disk space requirements listed for this game will need to be doubled; you will need twice as much disk space as specified in the Installation section of this manual.

CREATING A DOS BOOT DISK FOR CD-ROM

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If you are suffering from problems that you cannot explain, the procedures outlined here will allow you to boot your machine from a clean system boot disk, uncluttered by autoloading TSRs, device drivers, and complicated CONFIG.SYS files.

If you are using MS-DOS 6.0 or higher, and your CONFIG.SYS is set up for multi-config, you could add the updates to your CONFIG.SYS, and AUTOEXEC.BAT. However, if you are not familiar with how to build multi-config configurations, we recommend that you make a boot disk.

The following instructions describe how to view the CONFIG.SYS and AUTOEXEC.BAT files on your C drive.

We recommend that first you make a back up copy of both your CONFIG.SYS and your AUTOEXEC.BAT. For specific instructions on how to do this, consult your MS-DOS manual.

At your C:> prompt:

1. Type **MORE < CONFIG.SYS** <Enter > to view this file.

2. Write down the DEVICE= or DEVICEHIGH= line that references the CD-ROM driver. It may look like this: DEVICEHIGH=C:\CDROM\DD250.SYS /D:MSCD001 /C:00 /M:20 /I:5 /P:340

3. Type **MORE < AUTOEXEC.BAT** <Enter> to view this file.

4. Write down the line that contains the MOUSE driver. It may look like this: LOADHIGH C:\DOS\MOUSE.COM. The mouse driver path may also be defined in other ways including:
   C:\DOS\MOUSE.COM
   C:\WINDOWS\MOUSE.COM
   C:\MOUSE\MOUSE.COM
   LMOUSE.COM
   MOUSE.EXE
   MOUSE.COM

5. Write down the line that contains the MSCDEX drivers. It may look like this: LOADHIGH C:\DOS\MSCDEX /D:MSCD001 /M:10 /E /L:D. Please note that </L:D> designates the CD-ROM drive letter that corresponds to your CD-ROM drive. If you are unclear which lines pertain to your CD-ROM drive, consult your CD-ROM manual.

To create a boot disk, follow these instructions carefully:

1. Find a blank disk for your A: drive.

2. Insert the blank disk in the A: drive and close the drive door.

3. Type **DIR A:** <Enter>.

4. If you see any files listed, you need to go back to step 1 because the disk is not blank and if you continue from here you will wipe out everything on the disk.

5. Type **FORMAT A: /S** <Enter>.

6. Type **N** <Enter> when DOS asks if you want to format another disk.

7. Type **DIR A:** <Enter>.

8. You should see COMMAND COM listed in the newly formatted disk's directory. (If you do not, type **COPY C:\COMMAND.COM A:** <Enter>, otherwise skip this step.)

DO NOT EDIT THE CONFIG.SYS & AUTOEXEC.BAT ON YOUR HARD DRIVE.

9. Type **A:** <Enter>.

10. Type **EDIT CONFIG.SYS** <Enter>; the DOS prompt is now gone and replaced by the DOS EDIT screen.

11. Type the following exactly as you see it below. In the space provided, make sure you insert the CD-ROM line that you wrote down earlier.

> **device=c:\dos\himem.sys**
> **device=c:\dos\emm386.exe ram**
> **dos=high,umb**
> **files=30**
> **buffers=30**
> **device=**<your CD-ROM line here>

(This is a simple MS-DOS configuration. For more information on what each line means and how they can be further adjusted. Consult your MS-DOS manual.)

12. Hold down the <ALT> key and type **F** <Enter>.

13. Type **X** <Enter>.

14. Type **A:** <Enter>.

15. Type **EDIT AUTOEXEC.BAT** <Enter>; DOS prompt is now gone and replaced by the DOS EDIT screen.

16. Type the following exactly as you see it. In the appropriate spaces, make sure you insert the mouse line and the CD-ROM line that you wrote down earlier.

> **echo off**
> **prompt pg**
> **path=c:\dos**
> **c:**   <your mouse line goes here>
> **c:**   <your CD-ROM line goes here>
>   (i.e. c:\<directory>\MSCDEX.EXE/<switches>..)

(This is a simple MS-DOS configuration. For more information on what each line means and how they can be further adjusted. Consult your MS-DOS manual.)

17. Hold down the <ALT> key and hit the letter **F** once, <Enter>.

18. Type **X** <Enter>.

19. Reboot your machine with the disk still in the drive.

When the boot process is complete:

1. Type **C:** <Enter>.

2. Type **CD SHANNARA** <Enter>.

3. Type **SHANNARA** <Enter> to start the game.